MRTS 4900.760 Special Problems

Instructor: Cory Haltinner

University Of North Texas

Location:

RTFP room 225

Days: Wednesday

Time: 11:30 am - 12:00 pm

Instructor:

Cory Haltinner

Cory.Haltinner@unt.edu

Office Hours:
Mondays 1130 am -1:30 pm
RTFP Room 225. Can meet with me before or after class as needed, or other times by appointment.
Class will be notified via canvas of changes or updates to office hours times, or online office hours.

Course Description:

This course is designed as a means of building a portfolio, by creating two quality pieces over the semester. There will be weekly write-ups and meetings with the professor to discuss progress, assist with questions and blockers, and go over the work that will be done the following week.

Learning Outcomes:

- Build upon the game art knowledge gained in the prerequisite Digital Asset Creation and Animation course.
- Ability to create models and textures in a variety of styles and techniques used throughout the gaming industry.
- Create two (2) portfolio quality pieces to be added to the student's growing portfolio.

Communication Practices:

Connect with me through email and/or by attending office hours. During busy times, my inbox becomes rather full, so if you contact me and do not receive a response within two business days, please send a follow up email. A gentle nudge is always appreciated.

Attendance Policy:

Because this course involves collaboration, participation is essential to learning. Our project-based activities require you to be actively engaged in discussions and group work. I understand tardiness and absences may occur. If you are late to class, please drop me an email to let me know the circumstances.

If you must miss class, please let me know prior to your absence. Attendance will count towards a student's final grade, accounting for 20% of the overall final grade.

Late Work Policy:

Late work may be turned in for most assignments and will be accepted unless otherwise stated, however there will be a penalty assessed as follows. 10% will be deducted for every week that the assignment is late, to a maximum penalty of 30%.

- Please note that late work **will not** be accepted for the "Progress Update" turn-ins for projects. Those need to be turned in on time to receive feedback in a timely manner.
- Accommodations will be made in accordance to Title IX, University observed holidays, approved absences, sicknesses, etc. Please communicate with me if and when accommodations are needed.

Examples: an assignment turned in 1-7 days late will be assessed a 10% point deduction
an assignment turned in 8-14 days late will be assessed a 20% point deduction
an assignment turned in 15+ days late will be assessed a maximum 30% point deduction

- This means that an assignment which has been turned in 15+ days late will receive a **maximum** score of 70%.
- I do allow for resubmissions of work that have been turned in on time if the student wishes to address feedback on their projects and resubmit.

Evaluation Methods and Criteria Methods: Students will be graded on quality of presentations, papers, production and public critiques as well as attendance and participation in the course.

Grade Scale:
90+ = A

80-89 = B
70-79 = C
60-60 = D
59-0 = F

Suggested texts (not required):
1. Williams, R "The Animator's Survival Kit" -- Faber & Faber, 2002, ISBN: 0571202284
2. Murdock, K "Autodesk Maya 2024 Basic Guide" -- SDC Publications, 2023   ISBN: 1630575801
3. Johnston, O Thomas, F "Illusion of Life: Disney Animation" -- Hyperion, 1995 ISBN 0-7868-6070-7
4. Gurney, J "Color and Light: A Guide for the Realistic Painter" –- Andrews McMeel Publishing, 2010   ISBN: 9780740797712

Required Software:
Autodesk Maya: [Free student version available on Autodesk website](#)

[Links to an external site.](#)

Adobe Creative Suite: https://www.adobe.com/creativecloud/buy/students.html

[Links to an external site.](#)

 Discounted for students
Adobe Photoshop
Adobe Substance Painter
Adobe Substance Designer
Unreal Engine: Free through Epic Game Store
https://dev.epicgames.com/documentation/en-us/unreal-engine/install-unreal-engine

Optional Not Required Software: Free for one year

3D Coat -- https://3dcoat.com/
Zbrush -- https://www.maxon.net/en/zbrush

Assignments and Projects:
Weekly Progress Checks: Meeting with the professor every week to go over progress of the current project. A short write up will be required every week, which will lead the discussion at these weekly meetings.

Project 1 - (TBD with the student)
Project 2 - (TBD with the student)

Final Grade Formula:
Weekly Progress Checks - 20%,
Project 1 - 40%,
Project 2 - 40%,

Weekly Class Schedule:

Schedule is subject to change based on student needs, guest speakers and needs that arise. Students will be notified of changes.

Other Relevant and Important Information:

Acceptable and Unacceptable Use of AI:

Generative AI tools (e.g. ChatGPT, Dall-e, etc.) are permitted to be used in this course under specific circumstances:

- They can be used to fuel your creative process as sources for potential ideas, approaches, or solutions, however, they CANNOT be used to directly create any portion of the end-product that you turn in for any assignment.
    - For example, you **cannot**:
        - Use AI to generate your responses to a Worksheet or discussion board post.
        - Use AI to summarize assigned Videos rather than watching them.
    - However, you **can**:
        - Use AI as a resource
        - Use AI to ideate and generate possibilities that feed into your personal creative process.
        - Use AI to generate reference images for your Mood Board.

Simply put, you can use AI as part of the process to produce *your own* creations (posts, documentation, concepts), but you cannot use it to replace your own creations or as a substitute for your own final work product.

Additionally, if you use AI tools:

- You are responsible for the information you submit based on an AI query (for instance, that it does not violate intellectual property laws, or contain misinformation or unethical content).
- Any usage of AI tools must be clearly disclosed (along with a note about the scope and purpose of its usage) in order to stay within university policies on academic honesty.
- Any assignment that is found to have used generative AI tools in unauthorized ways or to generate the final submission for any assignment will result in a penalty on that assignment.
- When in doubt about permitted usage, please ask for clarification.

Inclusion Statement:

I value the many perspectives students bring to our campus. Please work with me to create a classroom culture of open communication, mutual respect, and belonging. All discussions should be respectful and civil. Although disagreements and debates are encouraged, personal attacks are unacceptable. Together, we can ensure a safe and welcoming classroom for all. If you ever feel like this is not the case, please stop by my office and let me know. We are all learning together.

ADA Statement:

The University of North Texas makes reasonable academic accommodation for students with disabilities. Students seeking reasonable accommodation must first register with the Office of Disability Access (ODA) to verify their eligibility. If a disability is verified, the ODA will provide you with a reasonable accommodation letter to be delivered to faculty to begin a private discussion regarding your specific needs in a course. You may request reasonable accommodations at any time; however, ODA notices of reasonable accommodation should be provided as early as possible in the semester to avoid any delay in implementation. Note that students must obtain a new letter of reasonable accommodation for every semester and must meet with each faculty member prior to implementation in each class. Students are strongly encouraged to deliver letters of reasonable accommodation during faculty office hours or by appointment. Faculty members have the authority to ask students to discuss such letters during their designated office hours to protect the privacy of the student. For additional information, refer to the Office of Disability Access

Links to an external site.

website (http://www.unt.edu/oda

Links to an external site.

). You may also contact ODA by phone at (940) 565-4323.

Week 1 - 1/14

Setup schedule, discuss project 1

Week 2 - 1/21

Review concepts, create plan for project 1

Week 3 - 1/28

Check in

Week 4 - 2/4

Check in

Week 5 - 2/11

Check in

Week 6 - 2/18

Check in

Week 7 - 2/25

Check in

Week 8 - 3/4

Project 1 Due - Present and discuss

Week 9 - 3/11

Spring Break - No Meeting

Week 10 - 3/18

Discuss Project 2

Week 11 - 3/25

Reviews concept and plan for Project 2

Week 12 4/1

Check in

Week 13 4/8

Check in

Week 14 4/15

Check in

Week 15 4/22

Check in

Week 16 4/29

Last Meeting - Project 2 Due